

# **Adaptive Vehicle Make (AVM)**

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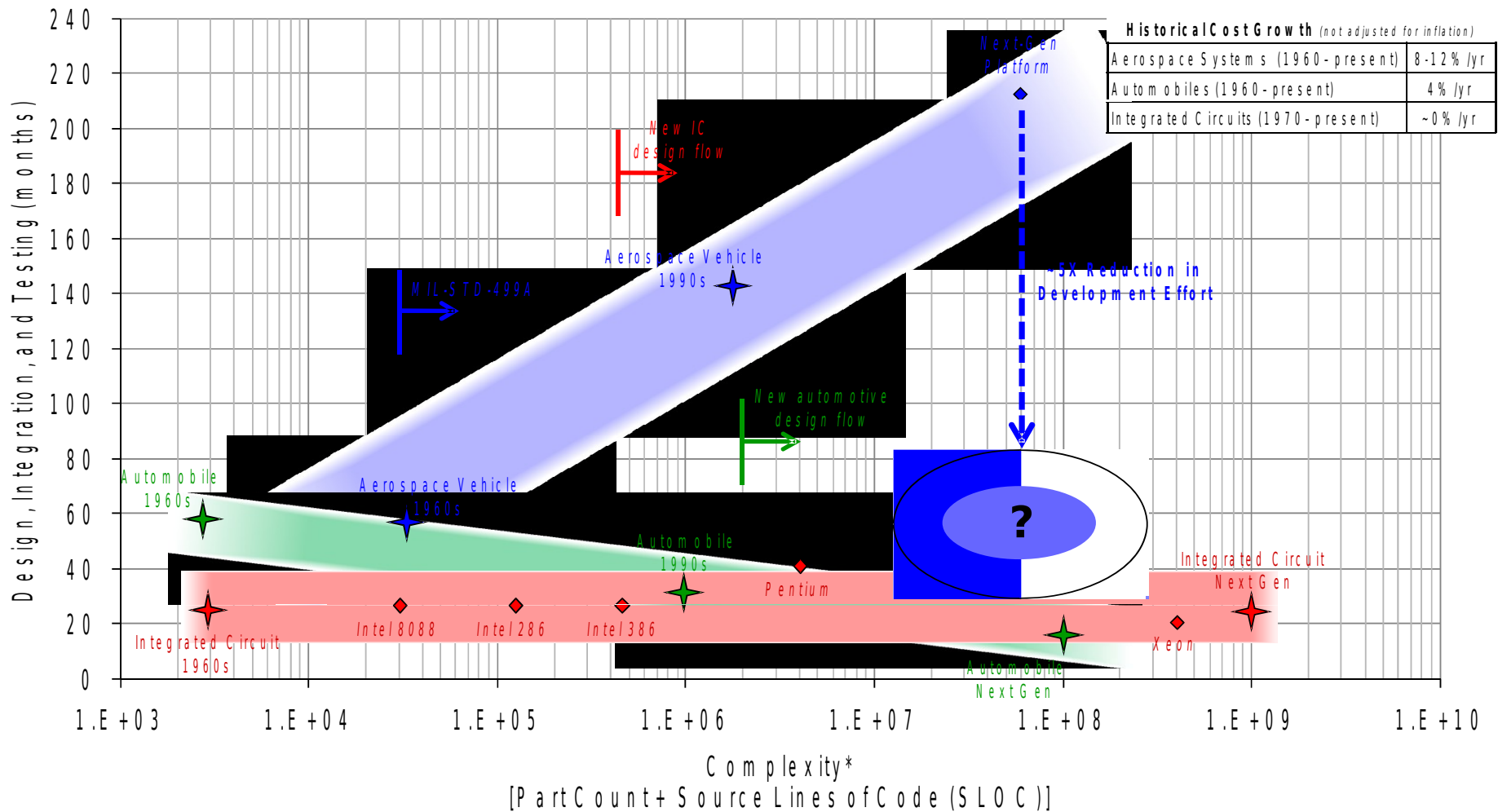
Mr. Paul Eremenko, Program Manager  
LTC Nathan Wiedenman, Deputy Program Manager  
Tactical Technology Office

October 20, 2011





# Historical schedule trends with complexity





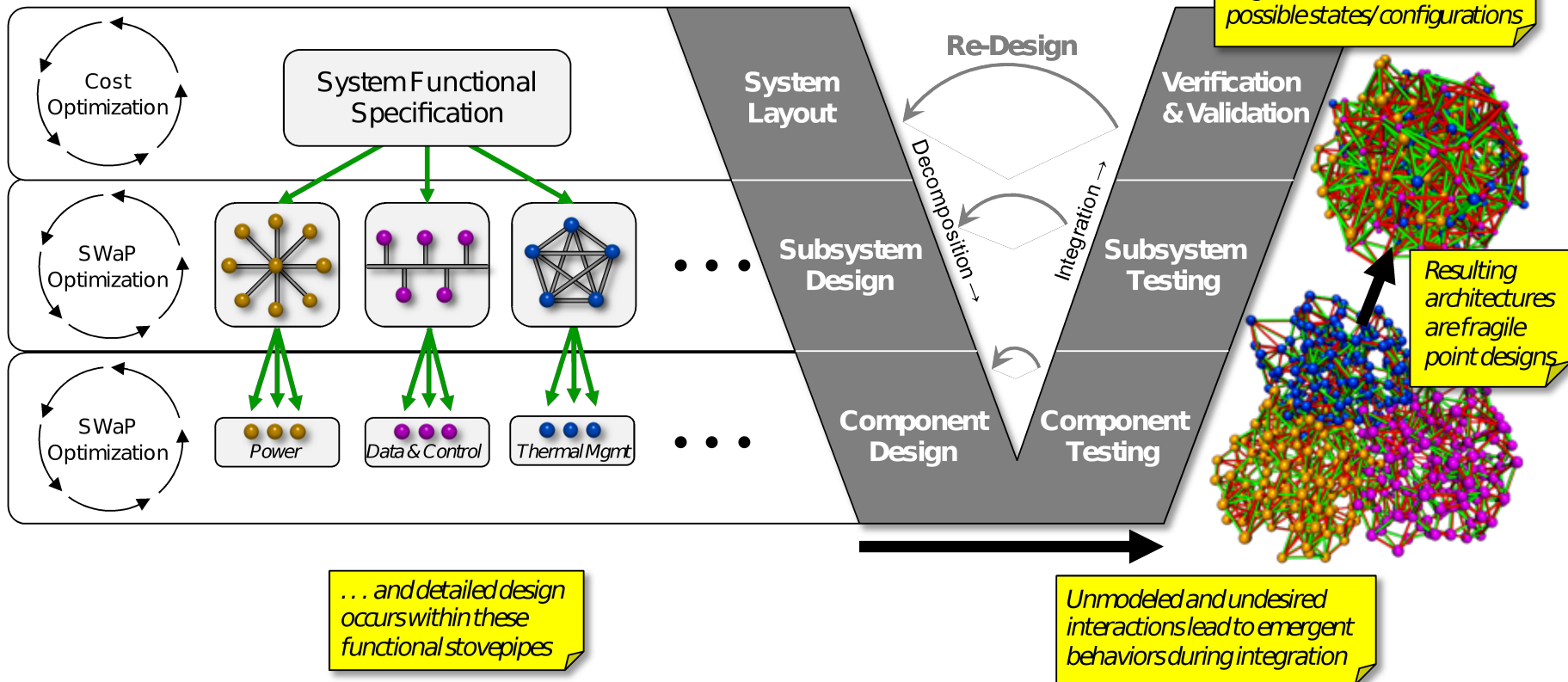
# Status quo approach to managing complexity

SWaP used as a proxy metric for cost, and disincentivizes abstraction in design

System decomposed based on arbitrary cleavagelines...

MIL-STD-499A(1969) systems engineering process: as employed today

Conventional V&V techniques do not scale to highly complex or adaptable systems- with large or infinite numbers of possible states/ configurations



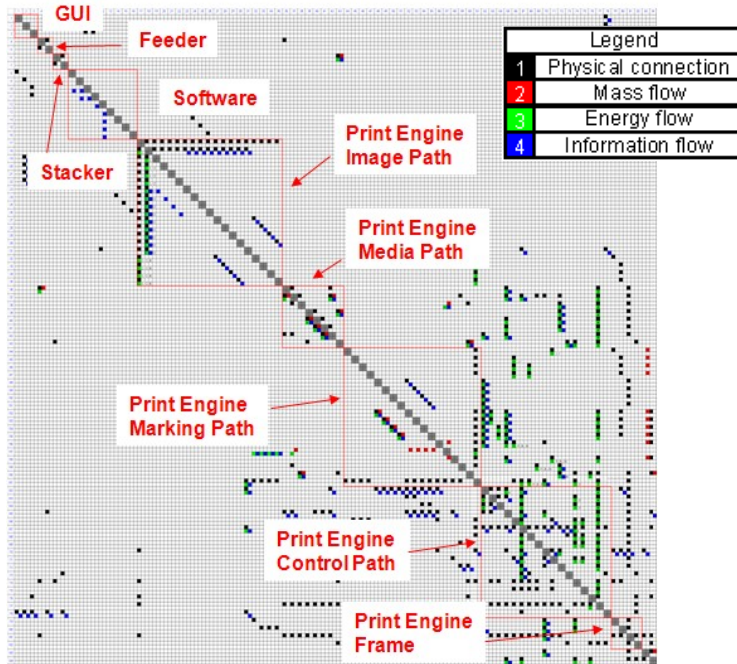
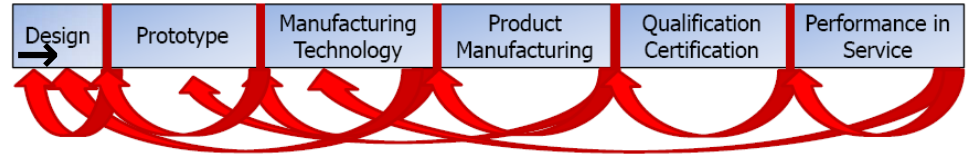
SWaP = Size, Weight, and Power  
V&V = Verification & Validation

Green = Desirable interactions (data, power, forces & torques)  
Red = Undesirable interactions (thermal, vibrations, EMI)



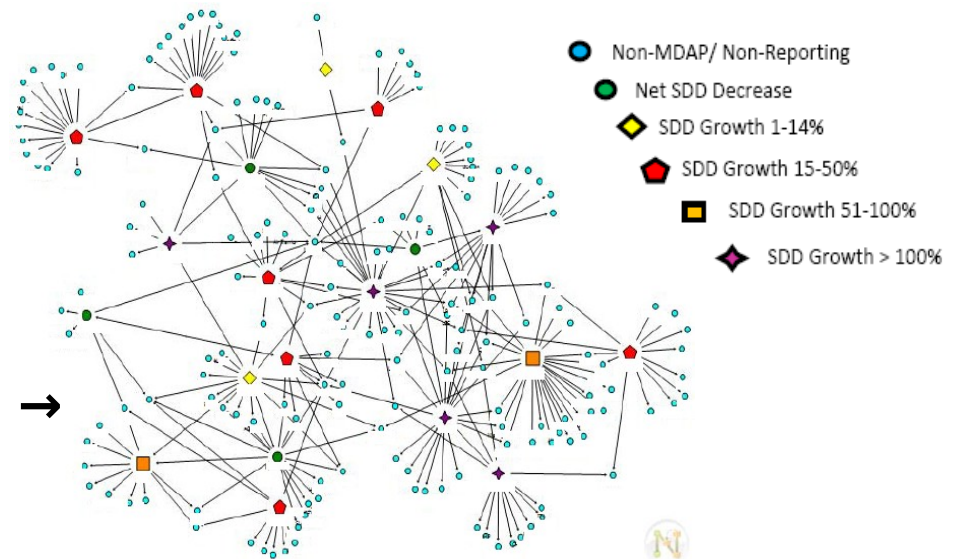
# The technical problem is in the seams

between stages of production



Source: MIT ESD (deWeck et al., 2008)

← Between system components



Source: DDR&E/SE (Flowe et al., 2009)

between people & organizations →



# Adaptive Vehicle Make vision

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## **Shorten development times for complex defense systems**

### **[META]**

- Raise level of abstraction in design of cyber-electromechanical systems
- Enable correct-by-construction designs through model-based verification
- Compose designs from component model library that characterizes the “seams”
- Rapid requirements trade-offs; optimize for complexity & adaptability, not SWaP

## **Shift product value chain toward high-value design activities**

### **[iFAB]**

- Bitstream-configurable foundry-like manufacturing capability for defense systems
- Rapid switch-over between designs with minimal learning curve
- “Mass customization” across product variants and families

## **Democratize design [FANG]**

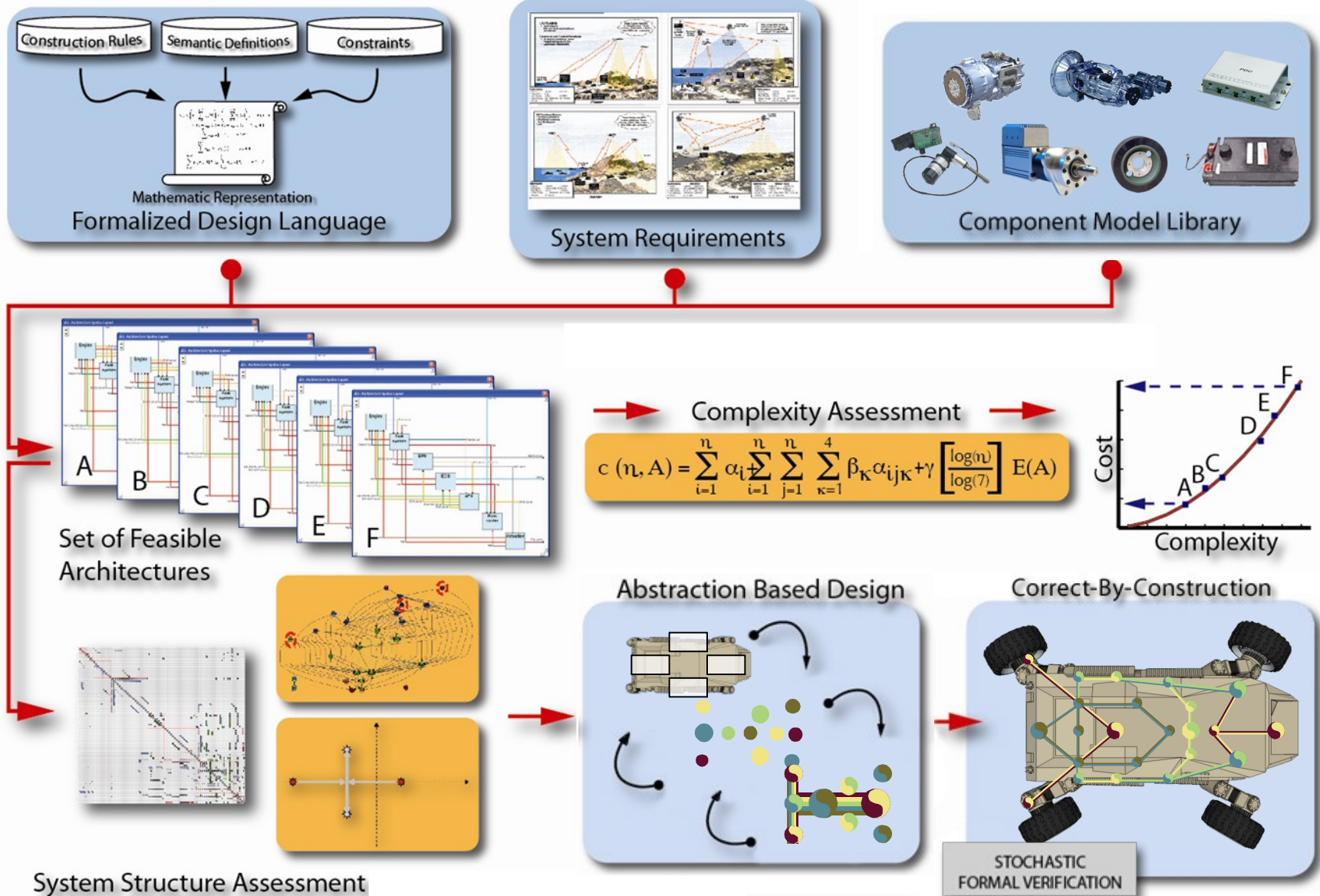
- Crowd-sourcing infrastructure to enable open-source development of cyber-electromechanical systems [vehicleforge.mil]
- Prize-based Adaptive Make Challenges culminating in an Infantry Fighting Vehicle for testing alongside a program of record [FANG]
- Motivate a new generation of designers and manufacturing innovators

### **[MENTOR]**



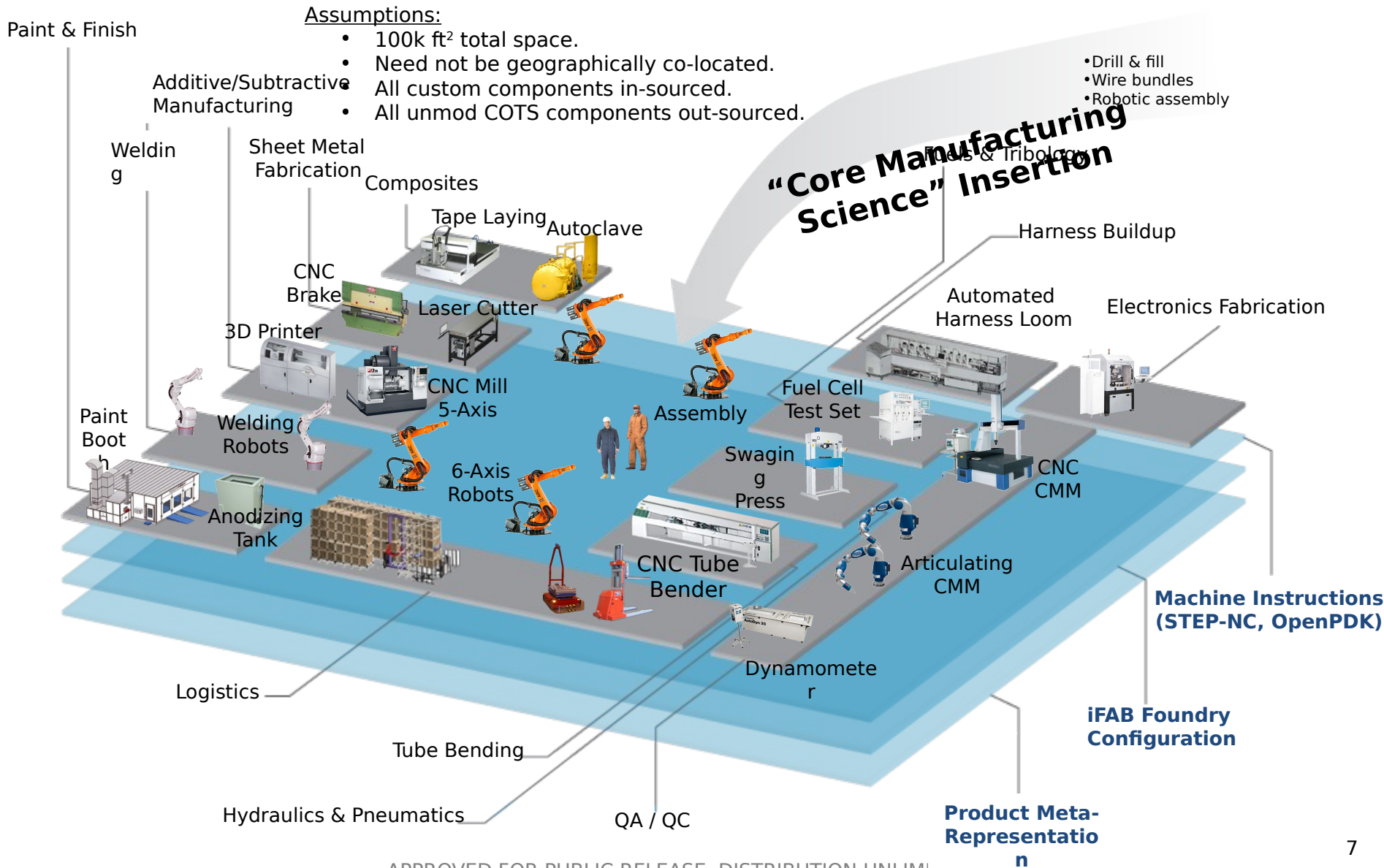


# Notional META design flow



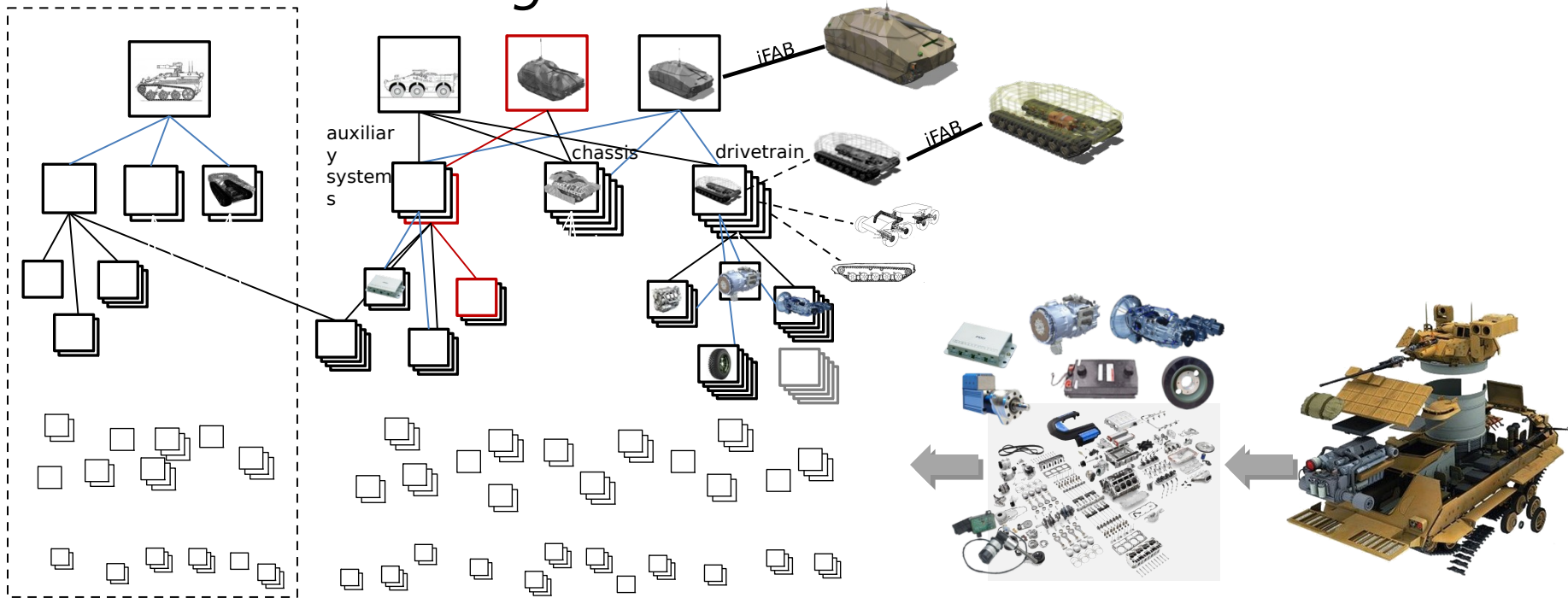


# Notional iFAB foundry configuration





# Crowd-sourcing infrastructure: *vehicleforge.mil*



## Estimated Size of Component Model Library

Assembly	Unique Parts (upper limit)	Total Parts (lower limit)	Library Parts (unique x 5)
Drivetrain	3,000	8,000	15,000
Chassis/Armor	5,000	12,000	25,000
Other	7,500	10,000	37,500
<b>Total</b>	<b>15,500</b>	<b>30,000</b>	<b>72,500</b>

Note: Estimates are at the numbered part level. Cables and circuit boards counted as single part. Excludes variable mission equipment, software.

## Elements of a Component Model

<b>Physical attributes</b> <ul style="list-style-type: none"> <li>• size and shape</li> <li>• mass properties</li> <li>• elastodynamics</li> </ul>	<b>Undesirable emissions</b> <ul style="list-style-type: none"> <li>• thermal</li> <li>• electro-magnetic</li> <li>• vibrational</li> </ul>
<b>Interfaces</b> <ul style="list-style-type: none"> <li>• data</li> <li>• power</li> <li>• mechanical</li> </ul>	<b>Performance</b> <ul style="list-style-type: none"> <li>• blackbox model</li> <li>• failure modes</li> </ul>





# Fast, Adaptable Next-generation Ground vehicle (FANG)

## Mobility/Drivetrain Challenge

### SCOPE

- Vehicle drivetrain to meet IFV speed, efficiency, terrain, reliability objective
- Available model library to include:
  - Hybrid-electric systems
  - Novel ground interfaces

### PARTICIPANT POOL

- Global

### INCENTIVE

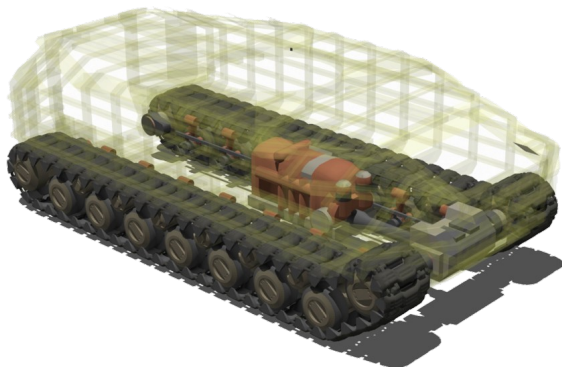
- Prize \$1M for winning design
- Winner(s) judged based on multi-objective weighting function

### DESIGN AGGREGATION

- Use of META metalanguage required
- Use of vehicleforge.mil optional

### BUILD APPROACH

- iFAB foundry build for top design(s)



## Chassis/Integrated Survivability Challenge

### SCOPE

- Chassis and armor design to meet principal IFV-like survivability objectives
- Available model library to include:
  - Advanced armor concepts
  - Novel configs (monocoque, v-hulls)

### PARTICIPANT POOL

- Global

### INCENTIVE

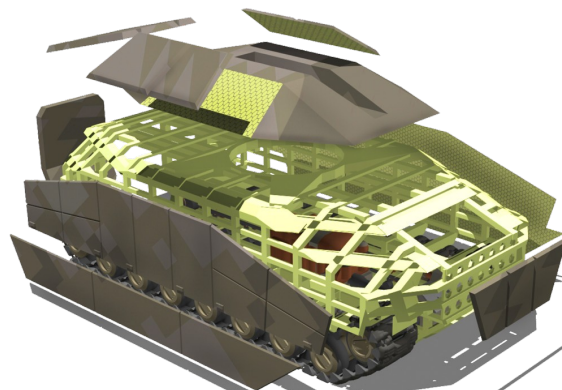
- Prize \$1M for winning design
- Winner(s) judged based on multi-objective weighting function

### DESIGN AGGREGATION

- Use of META metalanguage required
- Use of vehicleforge.mil optional

### BUILD APPROACH

- iFAB foundry build for top design(s)



## Total Platform Challenge

### SCOPE

- Complete IFV based on core Army objectives and distilled requirements

### PARTICIPANT POOL

- Global

### INCENTIVE

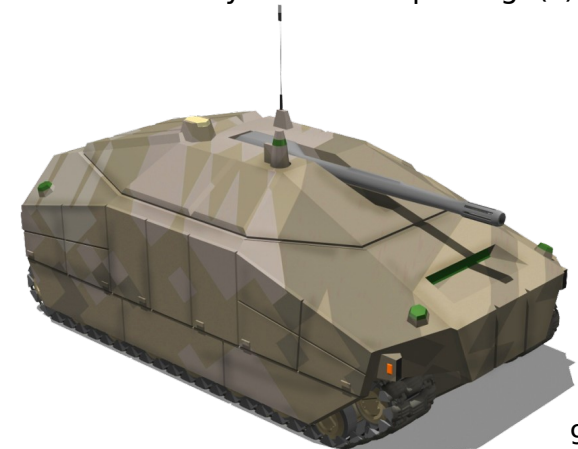
- Prize \$2M
- Winner judged based on satisfaction of constraints and multi-attribute preference function (i.e., entirely objective approach)

### DESIGN AGGREGATION

- Use of META metalanguage required
- Use of vehicleforge.mil optional

### BUILD APPROACH

- iFAB foundry build for top design(s)





# Manufacturing Experimentation and Outreach (MENTOR)

## Goal

- Educate, motivate, and inspire a next-generation cadre of designers and manufacturing innovators
- Inculcate AVM-type design methods such that they become pervasive in subsequent generations of engineers

## Approach

- Design collaboration using modern CAD tools and conventional social networking media
- Distributed manufacturing across networks of schools equipped with various digital manufacturing equipment
- Run competitive prize challenges for design and build of moderately complex systems (e.g. go-carts, mobile robots, small UAVs, etc.)
- Outreach Objectives:
  - 10 schools in CY12
  - 100 schools in CY13
  - 1,000 schools in CY14
- Participation by domestic and foreign schools



Picture credits: Robot image source - gorobotics.net;  
Los Gatos HS, CA; Loy Norris HS, MI; Stoney Creek  
HS, CA; Lakeridge HS, OR; New Smyrna Beach HS,  
FL; Longhill HS, West Sussex, UK; Brockton HS, MA



# Experimental Crowd-derived Combat support Vehicle (XC2V)

## Goal

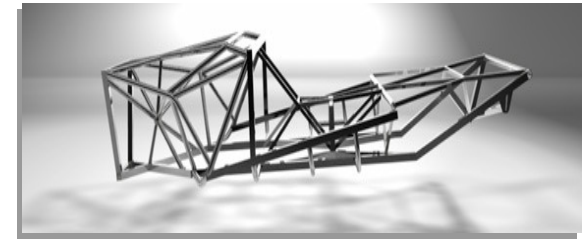
- Experiment in crowd-sourced design
- Militarily-relevant application
- Existing (simple) commercial infrastructure

## Approach

- Utilize existing social network of ~20,000 from Local Motors (increased by ~3,000)
- Crowd-source design of a combat support vehicle
- \$10k in prizes
- Build in existing micro-factory

## Results

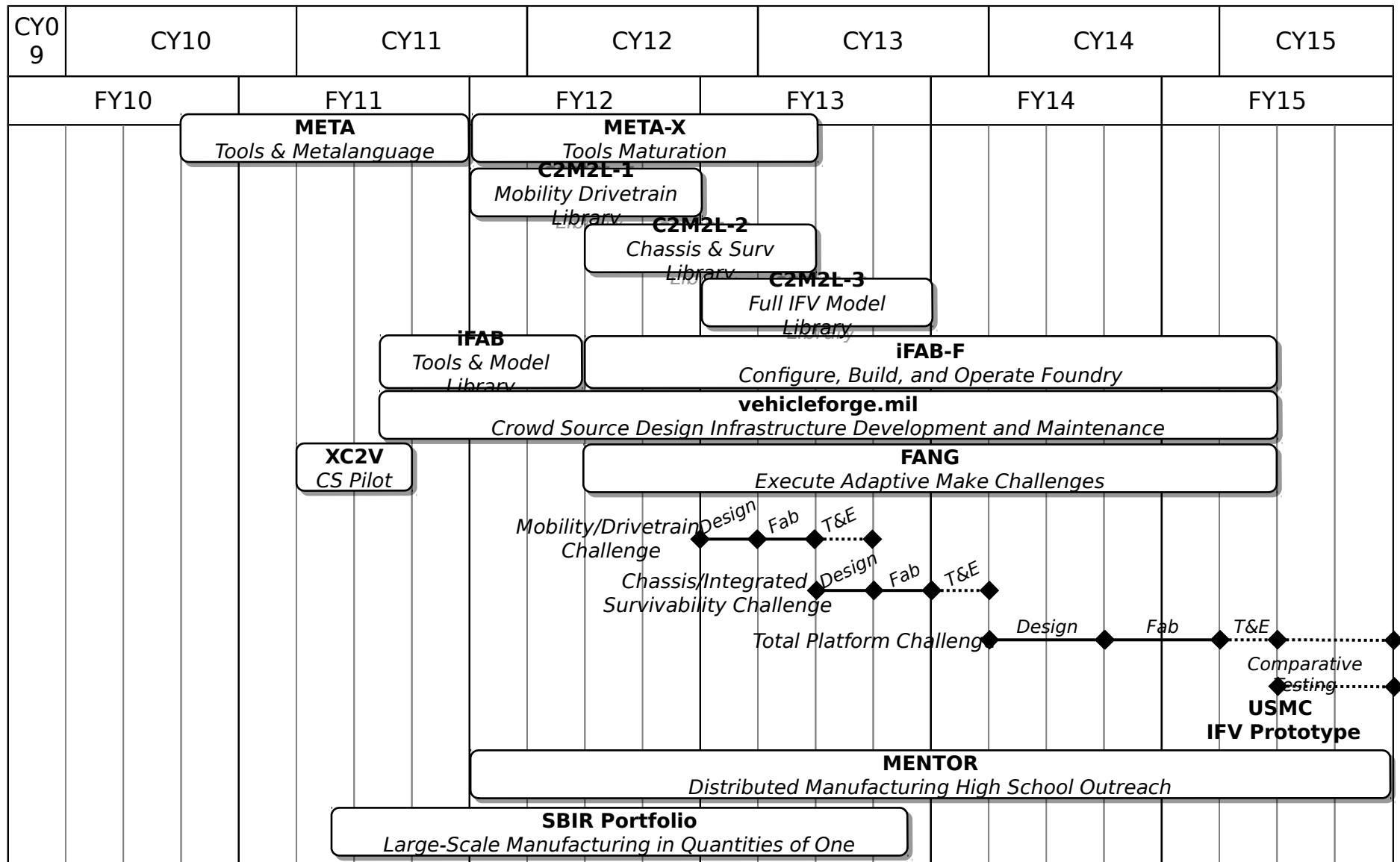
- 159 final designs submitted
- 100 of “high caliber” according to DARPA







# AVM Portfolio Schedule





# Adaptive Vehicle Make performer community

## META

<b>Dassault Systèmes</b>	Extension of commercial CATIA/DELMIA PLM suite to enable formal verification
<b>Vanderbilt Univ (Dr. Bapty)</b>	Compositional cross-domain tool-chain analysis templates that support deep domain analysis
<b>Vanderbilt Univ (Dr. Neema)</b>	Rich model-based approaches developed for software and VLSI into the CPS world
<b>Xerox PARC / CyDesign</b>	Function-based framework for co-verification assessment and reasoning at early stages of design

## vehicleforge.mil

<b>GE Research/MIT</b>	Custom collaboration site linking to MIT DOME model repository and social network challenge platform
<b>Georgia Tech GTRI</b>	Collaboration site based on open source distributed version control system; teamed with RedHat
<b>Vanderbilt University</b>	Collaboration site derived from KForge software and information forge site platform
<b>Univ of Pennsylvania</b>	Credentialing users and contributions utilizing reputation-based quantitative trust management

## iFAB

<b>Boeing/General Motors</b>	Manufacturing capability and process model library with describing foundry resources & human actors
<b>Carnegie Mellon Univ</b>	Distributed agents/process model approach for two-way interface between CAD and CAM systems
<b>Intentional Software</b>	Formal “meta meta” language to enable multi-domain co-design of artifact & manufacturing
<b>Penn State ARL</b>	Agent-based foundry configuration and trade space visualization
<b>Univ of Delaware</b>	Developing compositional cross-domain tool-chain analysis templates for composites manufacturing
<b>Xerox PARC</b>	Rapid construction and search of feasible manufacturability spaces and metrics for such spaces
<b>Georgia Tech GTRC</b>	Creating adaptable software libraries of manufacturing processes pertinent to the fabrication of electro-mechanical components and/or assemblies

## MENTO

<b>Georgia Tech/Dassault</b>	Sophisticated distributed manufacturing front-end based on Dassault CAD, low-cost 3D printer network
<b>O'Reilly Media</b>	Novel approach to assembly of complex 3D shapes from 2D media, use of MAKE Magazine, Maker Faires





# Example elements of a component model

	Component	Subassembly	Assembly	Structure
<b>Physical attributes</b> <ul style="list-style-type: none"> <li>• size and shape</li> <li>• mass properties</li> </ul>				
<b>Interfaces</b> <ul style="list-style-type: none"> <li>• data</li> <li>• power</li> <li>• mechanical</li> </ul>				
<b>Undesirable emissions</b> <ul style="list-style-type: none"> <li>• thermal</li> <li>• electro-magnetic</li> <li>• vibrational</li> </ul>				
<b>Performance characteristics</b> <ul style="list-style-type: none"> <li>• blackbox model</li> </ul>				

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